Rêve: the Dream Ouroboros

Born in the Hour of the .....

Sex ..... Age ..... 1m....., ... k Beauty .....

..... hair, ... eyes ❑ Left-handed ❑ Right-handed ❑ Ambidextrous

Description .....

size	.....		will	.....	.....
appearance	.....	.....	intellect	.....	.....
constitution	.....	.....	empathy	.....	.....
strength	.....	.....	dream	.....	.....
agility	.....	.....	luck	.....	.....
dexterity	.....	.....	mêlée	.....	
sight	.....	.....	missile	.....	
hearing	.....	.....	throw	.....	
smell-taste	.....	.....	stealth	.....	

life ..... (.....)

endurance .....

fatigue

0	❑❑❑❑❑	❑❑❑❑❑	❑❑❑❑❑
-1	# ❑❑❑❑❑	❑❑❑❑❑	❑❑❑❑❑
-2	0 ❑❑❑❑❑	-5	❑❑❑❑❑
-3	0 ❑❑❑❑❑	-6	❑❑❑❑❑
-4	0 ❑❑❑❑❑	-7	❑❑❑❑❑

general condition .....

dmg mod ..... stress ..... morale .....

sust ..... luck pnts ..... diss'tion .....

enc ..... destiny ..... exhalt. .....

	lethal damage		non-lethal damage	
1-10	Bruises, Contusions	-1d4 End	Bruises, Contusions	1d4 End
11-15	Light Wnd. ❑❑❑❑❑	-1d6 End	Bruises, Contusions	1d6 End
16-19	Serious Wound ❑❑	-2d6 End, -2 Life	Light Wound	-2d6 End
20+	Critical ❑	End=0; -4+ Life	Light	End=0; -1 Life

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25
1	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42
1	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51
1	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59
2	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68
2	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76
2	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
2	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93
3	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102
3	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110
3	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119
3	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127
4	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136
4	8	17	25	34	42	51	59	68	76	85	93	102	110	119	127	136	144
4	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144	153
4	9	19	28	38	47	57	66	76	85	95	104	114	123	133	142	152	161
5	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170

Part.	Roll	Fumble																
1	5	91	6	30	93	12	60	96	18	90	99	24	120
2	10	91	7	35	94	13	65	97	19	95	100	25	125
3	15	92	8	40	94	14	70	97	20	100	100	26	130
4	20	92	9	45	95	15	75	98	21	105	_	27	135
5	25	93	10	50	95	16	80	98	22	110	_	28	140
			11	55	96	17	85	99	23	115	_	29	145

dream points .....

dream threshold lost .....

astral body .....

repression points ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑

dragon breaths, tails and gifts

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.....

melee (-6)

	Lvl	Exp	Arch	Weapon	Init	Resist	Dmg	Cost
1-handed axe	.....	.....	.....	❑ Hand axe	.....	6	+2	4s
				❑ Battle axe	.....	8	+2	10s
2-handed axe	.....	.....	.....	❑ Battle axe	.....	8	+3	10s
				❑ Great axe	.....	8	+4	15s
Dagger	.....	.....	.....	❑ Dagger	.....	8	+1	3s
Dodging	.....	.....	.....	NA	.....		+2	—
Flail	.....	.....	.....	❑ Light flail	.....	10	+3	12s
				❑ Heavy flail	.....	10	+4	15s
Hand-to-hand	.....	.....	.....	NA	.....	8	(+0)	—
Lance	.....	.....	.....	❑ Javelin	.....	5	+1	1s
				❑ Short spear	.....	5	+2	3s
1-handed mace	.....	.....	.....	❑ Club	.....	8	(+2)	—
				❑ Hammer	.....	8	+2	2s
				❑ Mace	.....	8	+3	4s
2-handed mace	.....	.....	.....	❑ Staff	.....	8	+1	50d
				❑ Mace	.....	10	+4	4s
Polearm	.....	.....	.....	❑ Halberd	.....	8	+4	10s
Shield	.....	.....	.....	❑ S/M/L shield		13/15/20		4s/6s/8s
1-handed sword	.....	.....	.....	❑ Gnome	.....	12	+2	12s
				❑ Longspar	.....	9	+3	20s
				❑ Cyan	.....	12	+3	25s
				❑ Dragon	.....	12	+3	20s
				❑ Sordid	.....	15	+3	20s
				❑ Bastard	.....	14	+4	30s
2-handed sword	.....	.....	.....	❑ Sordid	.....	15	+4	20s
				❑ Bastard	.....	14	+5	30s
				❑ Double dragon	.....	13	+5	50s

missile and thrown (-8)

					Init	Range	Dmg	Cost
Blowgun	.....	.....	.....	❑ Blowgun	.....	2·4·7	-4	20d
Bow	.....	.....	.....	❑ Short bow	.....	10·20·50	+2	10s
Crossbow	.....	.....	.....	❑ Crossbow	.....	15·30·70	+3	30s
Dagger	.....	.....	.....	❑ Dagger	.....	3·8·15	+1	3s
Hand axe	.....	.....	.....	❑ Hand axe	.....	4·8·12	+2	4s
Javelin	.....	.....	.....	❑ Javelin	.....	6·12·20	+1	1s
Lasso	.....	.....	.....	❑ Lasso	.....	2·5·9	NA	30d
Sling	.....	.....	.....	❑ Sling	.....	8·15·25	+1	60d
Whip	.....	.....	.....	❑ Whip	.....	2·x	(+2)	1s

armor

	Prot	Enc	Penalty	Cost	Deterioration
❑ Quilted	1	0	0	4s	.....
❑ Soft leather	2	0	0	6s	.....
❑ Hard leather	3	2	-1	10s	.....
❑ Brigandine	4	4	-2	20s	.....
❑ Chain mail	5	6	-4	50s	.....
❑ Plate mail	6	8	-6	100s	.....

general (-4)

	Lvl	Exp	Arch
Climbing	.....	.....	.....
Cooking	.....	.....	.....
Dance	.....	.....	.....
Discretion	.....	.....	.....
Drawing	.....	.....	.....
Jumping	.....	.....	.....
Running	.....	.....	.....
Seduction	.....	.....	.....
Singing	.....	.....	.....
Tinkering	.....	.....	.....
Vigilance	.....	.....	.....

specialized (-8)

Acting	.....	.....	.....
Carpentry	.....	.....	.....
Commerce	.....	.....	.....
Disguise	.....	.....	.....
Masonry	.....	.....	.....
Music	.....	.....	.....
Pickpocket	.....	.....	.....
Riding	.....	.....	.....
City Survival	.....	.....	.....
Outdoor	.....	.....	.....
Arctic	.....	.....	.....
Desert	.....	.....	.....
Forest	.....	.....	.....
Mountain	.....	.....	.....
Swamp	.....	.....	.....
Underground	.....	.....	.....

arts (-11)

	Lvl	Exp	Arch
Acrobatics	.....	.....	.....
Gaming	.....	.....	.....
Jewelrysmith	.....	.....	.....
Juggling	.....	.....	.....
Leatherwork	.....	.....	.....
Locksmithing	.....	.....	.....
Metalwork	.....	.....	.....
Navigation	.....	.....	.....
Surgery	.....	.....	.....
Swimming	.....	.....	.....

sciences (-11)

Alchemy	.....	.....	.....
Astrology	.....	.....	.....
Botany	.....	.....	.....
Legends	.....	.....	.....
Medicine	.....	.....	.....
Writing	.....	.....	.....
Zoology	.....	.....	.....
	.....	.....	.....

draconics (-11)

Oneiros	.....	.....	.....
Hypnos	.....	.....	.....
Narcos	.....	.....	.....
Thanatos	.....	.....	.....
	.....		

Archetypal maximum

*Vocational skill

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Rêve: the Dream Ouroboros

Money

Gold (10 s) ....

Silver (1 sol) ....

Copper (10 d) ....

Tin/Bronze (1 d) ....

Gear

Gear	Enc.

Total encumbrance ....

Equipment

Baggage & leather

Soft leather jerkin	0.3	2s
Soft leather coat	0.4	2s
Soft leather breeks	0.2	2s
Soft leather boots	0.4	2s
Sandals	0.1	30d
Gloves	—	1s
Broad belt	0.1	50d
Hat	—	50d
Fur coat	1	1-20s
Back pack	0.4	1s
Bag, saddle or shou	0.2	50d
Belt pouch, large	0.1	20d
Belt pouch, small	—	10d
Skin, 2 liter (empty	—	20d
Parchment tube	0.1	50d
Lute case	0.2	1s
Quiver	0.1	50d
Shoelaces, 1 meter	—	6d

Jute, twine, rope

Canvas sack, 50 l	0.1	8d
Canvas sack, 20 l	—	4d
Waterproof tarp, 1 r	0.5	20d
Sail cloth	0.2	10d
Horse hair braid	—	10d
Spool of thread	—	10d
String, 10 meters	—	10d
Twine, 10 m	0.2	20d
Rope, 10m	1	30d

Wool & linen

Quilted cloth jerkin	0.2	1s
Quilted cloth coat	0.3	1s
Quilted cloth breek	0.1	2s
Wool cloth, 1 m sq.	0.1	10d
Linen cloth, 1 m sq.	—	15d
Woolen stockings	—	10d
Wool shirt	0.1	20d
Linen shirt	—	30d
Wool dress	0.2	40d
Linen dress	0.1	60d
Wool cloak	0.1	30d
Wool cap	—	6d
Wool hood	0.1	20d
Wool coat	0.8	60d
Wool blanket	0.6	30d

Silks & velvets

Silk or velvet, 1 m	—	3s
Silk shirt	—	6s
Silk dress	—	10s
Velvet dress	0.3	10s
Velvet pants	0.2	6s
Velvet waistcoat	0.2	8s
Velvet coat	1	10s
Velvet hat	—	3s
Silk stockings	—	3s

Fire

Suet candle, 1 hour	0.1	2d
Wax candle, 2 hour	0.1	5d
Torch, 1/2 hour	0.3	2d
Oil, 4 hours, .2 l	0.1	4d
Oil lantern	1	5s
Candle lantern	1	3s
Flint tinderbox	—	40d
Bellows	0.2	40d
Brazier	0.1	20d
Wood pipe	—	10d

Pots & cooking

Clay vial, .2 l	0.1	10d
Glass vial, .2 liter	—	20d
Marble mortar	0.3	20d
Marble pestle	0.1	10d
Clay pitcher, 1 liter	0.2	15d
Clay flagon, .2 liter	0.1	10d
Iron mug, .2 liter	—	15d

Pots & cooking (cont.)

Clay plate	0.1	10d
Iron plate	0.1	15d
Iron fry pan, 40 cm	0.3	50d
Iron pan, 1 liter	0.2	30d
Iron pot, 2 liter	0.5	50d
Iron pot, 3 liter	0.6	60d
Iron pot, 5 liter	1	1s
Iron spoon	—	10d
Wooden spoon	—	3d
Iron-bound wood bucket, 10 liter capacity	1	25d
Wood coal, 1 kg	0.5	6d

Tools

Hand axe	0.1	4s
Grapnel	0.5	2s
Shovel	1	1s
Hammer	0.3	1s
Mallet	0.1	5d
Chisel, gouge	0.2	30d
File, rasp	0.2	50d
Saw	1	1s
Nail, large (spike)	0.1	5d
Awl, point	—	10d
Sewing needle	—	10d
Fish hook	—	10d
Kitchen knife	0.2	1s
Whetstone	0.2	30d
Lock picks	0.2	3s
Boot wax, .5 kg	—	5d
Beeswax, .5 kg	—	15d

Grooming

Copper mirror, 20 cm	0.2	1s
Hair brush	—	1s
Horn comb	—	40d
Sponge	—	1s
Soap, .5 kg	0.2	20d
Face powder, small container	—	30d
Surgical tools (small pliers, lance thread, needle)	—	1s
Razor	0.1	2s

Writing

Parchment, 1 sht	—	20d
Ink, .2 l	0.1	10d
Lead pencil	—	30d
Écritoire	1	1s
Iron quill	—	10d
Wood pen box	—	5d
Sealing wax	—	20d
Chalk, 1 stick	—	1d
Hourglass, 15 min.	0.1	2s
Magnifying lens	—	2s
Alchemist's Lens	—	4s

Instruments & games

Reed flute	—	1s
Lute, viola	1	7s
Lyre	1	5s
Tambourine	0.1	50d
Horn	0.1	60d
Bone gaming die	—	10d
Wood chess set	0.5	2s

Transport

Saddle horse	40s
Draught horse	30s
Mule	15s
Ass	8s
Alligate	20s
Zyglute	15s
Saddle and harness	5s
Cart, 4 wheels	30s
Cart, 2 wheels	20s

Sustenance

1 Sust = .1 Enc; .2 liter (l)= .1 Enc

P = potency of alcohol

Raw provisions (dried fruits, vegetables, cured meats)	1 Sus	1d
Prepared provisions (bread, cheese, dried meats)	1 Sus	2d
Average inn meal (food only)	1 Sus	3d
Wine, .2 l	P-2	1d
Beer, .2 l	P-1	1d
Honey mead, .2 l	P-4	4d
Brandy, .1 l	P-5	10d
Milk, .2 l		1d

Healing herbs

Unit = 1 pinch

False suppure	2d
Suppure	3d
Meritone	6d
Ortigal	10d
Black ortigal	20d
Black ortigal	20d
Belidane	30d
False murus	40d
Murus	60d
Honeybark	90d
Gold honeybark	2s

Other herbs per pinch

Moon flower	1s
Mercurion	2d
Satum	3d
Nevropenthe	6d
Chronillia	20d
Pipe weed	1d

Remedies & antidotes (per dose, Enc .1)

Camphoric bitumen	2s
Royal jelly	20d
Turngrease	2s
Bjwal pearl	1s
Sandpowder	2s
Topazoine	2s
Elixir of the gnomes	1s
Moonmilk	1s
Liqueur of Bagdol	50d
Mirobolant	2s
Tincture of erozone	2s
Oil of Selikanthe	1s

Alchemical salts

Candricle	1 grn	2d
Boralm	1 grn	3d
Green obbyssum	1 grn	5d
Grey obbyssum	1 grn	10d
Obadion	1 grn	20d
Nartha	1 grn	40d
Chramaelium	1 grn	50d

Melee weapons

See page 1

Missile weapons

See page 1

Arrow, quarrel	0.1	10d

Thrown weapons

See page 1

Armor

See page 1

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Rêve: the Dream Ouroboros

Quick Reference

Movement & Time

Swimming / Running

	Swimming	Running
Fumble	Mishap	Mishap
Part. Fail.	-4m (2m)	-6m (18m)
Failure	-2m (4m)	-4m (20m)
Normal	+0m (6m)	+0m (24m)
Significant	+2m (8 m)	+4m (28 m)
Particular	+4m (10m)	+6m (30m)

Jumping

Difficulty	Down	High	Long
-8	6m	2m	7m
-6	5m	1.7m	6m
-4	4m	1.5m	5m
-2	3m	1.2m	4m
0	2m	1m	3m
+2	1.5m	.7m	2m

Hours & Seasons

Astrological Sign	Hour	Season
Vessel	Dawn	Spring
Siren	Early morning	Spring
Falcon	Late morning	Spring
Crown	Noon	Summer
Dragon	Early afternoon	Summer
Swords	Late afternoon	Summer
Lyre	Dusk	Autumn
Serpent	Evening	Autumn
Flying Fish	Night	Autumn
Spider	Midnight	Winter
Reed	Late night	Winter
Sleeping Castle	Before dawn	Winter

Health

Fatigue

One hour of mental work	1
One hour of vigilance, day or night	1
One hour of average physical labor	2
One hour of hard physical labor	2-6
One round or hex in the Dreamlands	1

Healing of Wounds

	Diff.	Task	Bandage	Herb	Time	Magic
Light	-2	2 pts	2 pts	2 pnch	2 days	2 pts
Serious	-4	4 pts	4 pts	4 pnch	4 days	4 pts
Critical	-6	6 pts	6 pts	6 pnch	6 days	6 pts

First Aid

Particular	Wound closed and begins to heal normally; +3 to **Constitution** healing roll, plus herbs
Significant	Wound closed and begins to heal normally; +2 to **Constitution** healing roll, plus herbs
Normal	Wound closed and begins to heal normally; +1 to **Constitution** healing roll, plus herbs
Failure	The wound is closed, and may begin to heal normally.
Part. Failure	The wound is closed, and may begin to heal normally.
Fumble	Bleeding. Lose Endurance and Life at the same rate as before first aid was administered. First aid must be started over again, with further -1 penalty. Dressings must be changed.

Recovering Life

Constitution/Life lost (do not count general condition)

Particular	2 Life points recovered
Significant	1 Life point recovered
Normal	1 Life point recovered
Failure	No Life recovered
Part. Failure	No Life recovered
Fumble	Aggravated condition: 1 additional Life lost

Magical Healing

Each critical wound costs	6 points
Each serious wound costs	4 points
Each light wound costs	2 points
Each Life point lost costs	2 points

Summary of Healing Rolls

	Wounds	Disease	Poison w/o Antidote	Poison w/Antidote
Part.	1	4	9	10
Sign.	1	5	6	10
Normal	1	6	6	10
Failure	2	7	7	7
Part. Fail	2	7	7	7
Fumble	3	8	8	7

Look up result on key at right

1. Wound is healing and improves to next stage.
2. Stable; check again following Sleeping Castle.
3. Infection; loss of 1 Life. Next check in 2, 4, or 6 days, depending on wound.
4. Cured of disease.
5. Stable condition: +1 bonus to next check.
6. Stable condition (no change).
7. Condition worsens and damage accrues.
8. Condition worsens and double damage taken.
9. End of poisoning if no poison damage sustained.
10. End of poisoning.

Deterioration

Armor	Automatically lose attack's damage bonus in deterioration points
Weapon & Shield	Roll Resistance/damage bonus
Failure	Lose attack's damage bonus in resistance points plus check fall back
Success	Check for falling back

For weapons, check **Strength**/*weapon skill* at attack's damage bonus or be disarmed.

Falling Back

Roll **10**/-(**Size**-Impact)

Success	Defender holds ground
Failure	Defender falls back; roll **Agility** at same difficulty or fall.
Fumble	Defender falls back and automatically falls.

Combat

Combat Round

1: Actions declared; once declared, actions may be aborted, not changed.
2: Magic: trance, Dreamlands movement, casting. Prior spells go off.
3: Missile: initiative, attacks, parries to missiles; damage calculated.
4: Thrown attacks: initiative, parries, dodges; damage calculated.
5: Mêlée: initiative, parries, dodges, and damage calculated.
6: Movement: any announced movements are executed.
7: Health and miscellaneous actions; wounds, Endurance, Life applied.

Situational Modifiers

Situation	Init.	Attack	Defender	Dmg
Complete surprise (defender surprised from behind, asleep)	auto	+ 6	no defense	+ 10
Defender is semi-surprised (stunned, getting up from prone)	auto	normal	significant only	+ 1
Attacker charges (attacker -4 to parry, no dodge)	normal	+ 4	normal	+ 2
Attacker feints (duels only, bonuses lost if attacker stunned or wounded)	sacrificed	+ 1	normal	+ 1

Missile & Throw

Ranges	
Short range	0
Medium range	-3
Long range	-5
Target size	
Ogre-sized (20)	+2
Human-sized (10)	0
Dog-sized (5)	-2
Cat-sized (3)	-4
Mouse-sized (1)	-8
Target activity	
Immobile target	0
Animate target	-3
Moving target	-4
Zigzagging target	-5

Parry & Dodge

Modifiers by weapon:	
Arrow, bolt (vs. shield)	-5
Sling stone (vs. shield)	-4
Blowgun needle	-3
Dagger, javelin	-2
Hand axe, lasso	-1
Whip	0
Defender is...	
Still and ready	0
Engaged in other activity	-3
Using a small shield	-3
Using a medium shield	0
Using a large shield	+3

Mishaps (2D10)

Armed	Unarmed	Result
2, 20	2, 20	Knocked out. End drops to 0, -1 Life.
3, 19	3, 19	Nearby ally checks **Empathy**/*Vigilance* at -1d6 or semi-surprised.
4, 18	4, 18	Fall. Roll at -1d6 non-lethal damage
5, 17		Disarmed.
6-7,15-16		Weapon checks Resistance at -2d6 or lose same amount of Resistance.
8-9,13-14	5-7,15-17	Character checks **Empathy**/*Vigilance* at -1d6 or semi-surprised.
10-12	8-14	Clumsy move. Lose 2d6 Endurance.

Experience

Archetype

Level	**+11**	**+10**	**+9**	**+8**	**+7**	**+6**	**+5**	**+4**	**+3**	**+2**	**+1**	**0**
Nº of Skills	1	1	2	3	4	5	6	7	8	9	10	others

Initial Skill Cost

Lvl	-11	-8	-6	-4
-10	5			
-9	10			
-8	15			
-7	25	10		
-6	35	20		
-5	45	30	10	
-4	55	40	20	
-3	70	55	35	15
-2	85	70	50	30
-1	100	85	65	45
0	115	100	80	60
+1	135	120	100	80
+2	155	140	120	100
+3	175	160	140	120
+4	195	180	160	140
+5	225	210	190	170
+6	255	240	220	200
+7	295	280	260	240

Experience

Skill Level	Exp
-11, -10, -9, -8	5
-7, -6, -5, -4	10
-3, -2, -1, 0	15
+1,+2,+3,+4	20
+5, +6	30
+7, +8	40
+9, +10	60
+11 and up	100

Characteristic	Exp
7, 8	6
9, 10	7
11, 12	8
13, 14	9
15	10
16	20
17	30
etc.	etc.

Stress

Roll	Normal	Vocational
Fumble	0%	20%
Particular Failure	10%	30%
Failure	20%	50%
Normal	50%	75%
Significant	75%	100%
Particular	100%	150%
Double Particular	150%	200%

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